

# NETWORK TUNNELING METHOD AND APPARATUS

## BACKGROUND

### Field

This invention relates generally to tunneling methods and apparatus for transporting messages across a network interface. More particularly, it concerns an extensible application programming interface that provides access and control mechanisms for use in encapsulating any existing data-, control-, or routing-related protocol within a generic transport protocol.

### Background

A method is needed for transporting Signaling System 7 (SS7) messages across a Unix domain protocol/internet protocol (UDP/IP) interface. The method should accommodate other "application control" messages. To this end, a new protocol is needed that can wrap any type of "existing" protocol into a packet and deliver the encapsulated packet across the interface.

## SUMMARY

Method and apparatus for tunneling an existing protocol through a generic Internet protocol (IP) transport are described. The invented method includes providing a generic messaging structure that includes at least a transport protocol, a message buffer, a source-address field and one or more data fields for transparent routing of a user protocol over the IP transport and also providing an application program interface to the generic messaging structure, the interface including a mechanism for a user to choose a desired transport and associated protocol for transparently routing the user protocol over the transport in accordance with the chosen transport protocol within the one or more data fields. Alternatively or additionally, the invented method includes creating a base class library including plural defined source and header files and further providing a mechanism for deriving a transaction-based protocol-specific class that is compatible with the base class library.

The invented apparatus is an application programming interface (API), preferably coded in C/C++, for transparently routing data between sockets in such an IP transport. The API includes a message buffer data structure defining a protocol-generic parent class, message, source-address and data fields; a message creation mechanism for creating a

message and adding it to the message buffer data structure; and a protocol creation mechanism for deriving a protocol-specific child class that renders new protocol-specific parameters for use within the message buffer data structure.

## BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic block diagram representing the invented interface in accordance with one embodiment of the invention.

Fig. 2 is a flowchart illustrating the method of the invention in one of its embodiments.

Fig. 3 is a system block diagram representing a computer system used to create the invented interface of Fig. 1 and to implement the method of Fig. 2.

## DETAILED DESCRIPTION OF THE EMBODIMENTS

A C/C++ application programming interface (API) is proposed that allows any existing protocol to be routed between transmission control protocol (TCP) or UDP sockets. The invented API, referred to herein as MsgBuff, consists of specialized (for SS7 purposes) headers containing such information as linkset and circuit identification code (CIC). This information is then followed by between zero and any (typically large) integer number of "tag-length-value" (TLV) trios. These trios may contain any type of data. In one embodiment, these data are byte representations of SS7 ISUP message parameters. In addition, several "application control" trios are created that are specific to illustrative embodiments of the invention.

The API may be rendered, for example, on a Solaris Sparc, Solaris x86 and Windows platform. Those of skill in the art will appreciate that other platforms, within the spirit and scope of the invention, may be used.

The primary advantage to the MsgBuff API is one of extensibility and non-reliance on the encapsulated protocol. In fact, the data that are encapsulated need not be a defined protocol at all. The API allows further use by any IP or SS7 protocol. Additional protocols are supported by deriving parameter objects from a generic base object. For example, transaction-based protocols such as a session-initiated protocol (SIP), a simple gateway monitoring protocol (SCMP), etc., may be provided in accordance with, and

within the spirit and scope of, the invention. Other (non-protocol) data can be used directly by using the construction method described and illustrated herein.

The invented API can be used in any IP environment where a defined protocol is needed to send any encapsulated data stream. In accordance with one embodiment of the invention, the API requires the supported C/C++ header files as well as the platform-appropriate library. Those of skill in the art will appreciate that the data are transmitted over the Internet transparent to the transport protocol. Thus, the invention may be thought of as involving novel tunneling method and apparatus.

The invention thus represents a novel tunneling protocol.

Fig. 1 illustrates the invented interface in a first embodiment, in schematic block diagram form. The invention may be seen to take the form of an API 10 for routing data between transmission control protocol (TCP) of Unix domain protocol (UDP) sockets. Interface 10 includes a message buffer data structure 12 that defines a protocol-generic base or parent class data field (hereinafter, simply, protocol field) 14, a message data field 16, a source-address data field 18 and one or more data fields 20a, 20b, etc. Interface 10 also includes a message creation mechanism 22 for creating a message and adding it to message buffer data structure 12. Interface 10 includes a protocol creation mechanism 24 for deriving a protocol-specific derived or child class that renders one or more new protocol-specific sub-fields (hereinafter, simply, protocol sub-fields) 26 compatible with protocol field 14 of message buffer data structure 12. In accordance with one embodiment of the invention, data within data fields 20a, 20b may represent one or more headers and TLV byte triplets 28, one or more linksets and CICs 30, and message type and length 32.

Fig. 2 illustrates the invented method in the form of a flowchart. The method in accordance with a first embodiment includes a) at 200, providing a generic messaging structure that includes at least a transport protocol, a message buffer, a source-address field and one or more data fields for transparent routing of a user protocol over the IP transport, and b) at 202, providing an application programming interface (API) to the generic messaging structure, the interface including a mechanism for a user to choose a desired transport and associated protocol for transparently routing the user protocol over the transport in accordance with the chosen transport protocol within the one or more data fields.

Still referring to Fig. 2, the method in accordance with a second embodiment includes c) at 204, creating a base class library including plural defined source and header files, and d) at 206, providing a mechanism for deriving a transaction-based protocol-specific class that is compatible with the base class library.

Those of skill in the art will appreciate that the two methods may be combined, as indicated by the dashed line between blocks 202 and 204 in Fig. 2, in accordance with a preferred embodiment of the invention described in detail below. Those of skill in the art also will appreciate that the methods may be implemented in alternative ways to those described in detail below, within the spirit and scope of the invention.

The MsgBuff library consists of a base C++ class named MsgBuff. The primary purpose of the base class is to provide a structured approach to defining a mechanism for tunneling any existing protocol over an IP transport. This is accomplished by deriving a new protocol-specific class from the base MsgBuff class and overriding appropriate structures and methods where necessary. First, the Msgbuf class will be described in detail. Second, an example of how a protocol class may be created using the MsgBuf class will be described.

The MsgBuff library consists of several C++ source and header files, to be described in detail below. Current implementations exist on the Solaris Sparc, Solaris x86 and Windows platform. As the source and header files conform to ANSI-specifications, the library can be compiled on any platform using an ANSI-compliant compiler.

The library was created specifically to tunnel Signaling System 7 (SS7) protocols across a pair of Unix Domain Protocol (UDP) sockets. However, it is designed more generally to provide tunneling/transport functionality using any industry- or user-defined protocol. For example, the library has been extended to support Telephone User Part (TUP) and Transaction Capabilities Application Part (TCAP). In addition, it has been used to derive a protocol, available from Cisco Systems, Inc., useful for controlling telephony bearer circuits. While these embodiments so far have been SS7- and telephony-centered protocols, the base MsgBuff class, within the spirit and scope of the invention, are extensible for use with any transaction-based protocol. Examples include Session Initiated Protocol (SIP), Simple Gateway Monitoring Protocol (SGMP), etc.

The following annotated C/C++ source code is further illustrative of message buffer data structure 12. Those of skill in the art will appreciate that the annotations are

set off from the source code by the standard double-backslash (//) followed by the annotation.

```
typedef struct buff {  
    int protocolType; // Will be one of MsgBuffProtocolTypes enum  
5    long mtype;    // Will be protocol specific msg type  
    int seqNum;  
    int mlength;  
    int processId;  
    short int offsetHash[MAX_HASH_VALUES];  
10    int numPayloadPresent; // How many TLVs are present  
    char ipAddr[MAX_IP_ADDR_LENGTH];  
    unsigned char mdata[MAX_DATA];  
} msgBuffer;
```

15 Each of these fields will be described briefly below.

protocolType:

This field identifies the protocol of which this buffer is a part. A central enumeration is kept containing any defined protocols.

```
20 typedef enum {  
    IsupSvc,  
    TcapSvc, TupSvc,  
    MediaSvc  
} MsgBuffProtocolTypes;
```

25 mtype:

This field identifies the protocol-specific message contained within the buffer. Values for this field are typically an enumerated definition. For example:

```
typedef enum {  
30    tcapRegApp,  
    tcapDeregApp,  
    tcapQueryWithPermission,
```

```

        tcapQueryWithoutPermission,
        tcapConversationWithPermission,
        tcapConversationWithoutPetmission,
        tcapResponse,
5         tcapUniDirectional
    } TcapMsgTypes;

```

seqNum:

This field provides a basic sequencing mechanism for incoming and outgoing  
10 messages.

mlength:

This field indicates the overall length of the data buffer.

processId:

This field provides space to identify the identifier sending application.

15 offsetHash:

This field is used internally by the MsgBuff-derived classes to mark individual  
parameter units within the data array.

numPayloadPresent:

This field is a simple count of the encapsulated parameter data units within the  
20 data array.

ipAddr:

This identifies the IP address of the sending machine in a X.X.X.X format

mdata:

This is the data buffer used for holding 0 or more protocol-specific data  
25 parameters. Its basic format is shown below:

TAG	LENGTH	VALUE	TAG	LENGTH	VALUE	etc
-----	--------	-------	-----	--------	-------	-----

Each tag represents a protocol-specific, message-particular data parameter. The length of  
the parameter is defined by the length field, and the data structure itself is contained  
30 within the value field. Each tag-length-value (TLV) trio is placed as an entry one after the  
other within the mdata array. The beginning position of each trio is recorded in the

offsetHash integer array. Up to forty total TLV trios can be defined for each buffer. Additionally, each derived child class may define multiple base TLV trios for the defined protocol. These trios would be present in all messages of that protocol type. The user protocol includes appropriate identifiers necessary for establishing user-user communication sessions. Examples might include SS7 linkset and CIC identifiers. The child class would then provide access methods that retrieve these always-present parameters from the buffer prior to accessing any non-mandatory parameters within the buffer.

The base MsgBuff class consists of base class constructors (virtual, copy, and assignment) and generic access methods for the private data. The main data component consists of a structure containing addressing, protocol, and message-specific parameters. Additionally, a variable length array is provided for transporting multiple protocol-specific data units. These units are used to form a TLV trio that is then inserted at the end of the data array within the buffer structure.

The following source code illustrates an ISUP message type and how easily a particular message type is enumerated in accordance with the invention.

```
typedef enum {  
    regApp,  
    deregApp,  
    isupIam,  
    isupAcm,  
    etc.  
} IsupMsgTypes;
```

The following source code illustrates a TCAP message type.

```
typedef enum {  
    tcapRegApp,  
    tcapDeregApp,  
    tcapQueryWithPermission,  
    tcapQueryWithoutPermission,  
    tcapConversationWithPermission,
```

```

        tcapConversationWithoutPermission,
        tcapResponse,
        tcapUniDirectional
    } TcapMsgTypes;

```

5

The following source code illustrates a media access control (MAC) message type.

```

typedef enum {
    macRegApp,
    10    macDeregApp,
        macQtst,
        macCcot,
        macLpbk,
        macStop,
    15    macRsrv,
        macUsrv,
        macErrm,
        macApng,
        macVxml,
    20    macXfer,
        macXfrs
    } MacMsgTypes;

```

25 The following source code illustrates various payload types that would be carried as a TLV. Those of skill in the art will appreciate that they represent ISUP, TCAP and MAC tag values, in that order. The illustrated cic and linkset enumerations are examples of header information.

```

typedef enum {
    // The following would have their own access methods defined
    30    cic,
        linkset,
        // The rest would be accessed using the generic payload methods

```



```

        accessDelivery,
        backwardCallingIndicators,
        etc.
    } IsupTagValues;

5
typedef enum {
    // These would be accessed using the generic payload methods
    tInfoEntity,
    dialogEntity,
    10    componentEntity
} TcapTagValues;

typedef enum {
    // The following would have their own access methods defined
    15    asmid,
    startCircuit,
    endCircuit,
    msgStatus,
    serviceState,
    20    iiDigit,
    uui,
    // The rest would be accessed using the generic payload methods
    errorMsg,
    ani,
    25    dnis,
    dest,
    macEntity1,
    macEntity2,
    etc.
    30 } MacTagValues;

```

The following source code illustrates generic size definitions for message header and maximum message buffer size, in that order.

```
#define MSGHDRSIZE (sizeof(msgBuffer) - MAX_DATA)
5  #define MAX_MSGBUFF_SIZE (MSGHDRSIZE + MAX_DATA)
```

The following source code illustrates the base message buffer class and how straightforwardly API 10 permits certain parameters to be initialized or established, in the form of questions that might be asked of, or demands that might be placed on, the interface. In other words, the following source code illustrates in detail one implementation of the method blocks shown in Fig. 2. Those of skill in the art will appreciate that alternative implementations and equivalent methods are contemplated as being within the spirit and scope of the invention.

```
15  class MsgBuff
    {
    public:
        MsgBuff(msgBuffer *);
        virtual ~MsgBuff();
```

The following source code illustrates how API 10 facilitates various functions including, for example, a determination of how many TLVs are in a message, which protocol is represented by a message and what the message content is.

```
// How many TLVs are there?
25  inline getNumPayload() const
        {return(buff.numPayloadPresent);}

// Get the raw msgBuffer structure.
    inline msgBuffer *getBuffer()
30        {return(&buff);}

// What kind of protocol does this buffer represent?
```

```

inline void setProtocol(int type)
    {buff.protocolType = type;}
inline int getProtocol()
    {return(buff.protocolType);}

```

5

```

// What kind of ISUP, TCAP, MAC, etc message is this?
// Could be isupIam, tcapUniDirectional, macCcot, etc.

```

```

inline int getMsgType() const
    {return(buff.mtype);}

```

10

```

inline int getProcessId() const
    {return(buff.processId);}

```

```

inline void setProcessId(int id)
    {buff.processId = id;}

```

15

```

inline void setIpAddr(char *addr)
    {strncpy(buff.ipAddr, addr, MAX_IP_ADDR_LENGTH);}

```

```

inline char *getIpAddr() const
    {return(buff.ipAddr);}

```

```

inline void setSeqNum(int i)
    {buff.seqNum = i;}

```

20

```

inline int getSeqNum() const
    {return(buff.seqNum);}

```

```

// Pure virtual parent functions

```

```

virtual void addPayload(int type, void *payload, int size) = 0;

```

25

```

virtual int getPayload(int index, void **returnedPayloadPointer) = 0;

```

```

virtual int getPayloadType(int index) = 0;

```

```

private:

```

```

    msgBuffer buff;

```

30

```

    int tlvOffset;

```

```

};

```

The following source code illustrates a typical Child ISUP message buffer class.

```

class IsupMsgBuff : public MsgBuff
{
public:
5      IsupMsgBuff(unsigned int type, unsigned int ls,
              int circuitId1, circuitId2 = 0);
              // Here, 'type' might be isupIam, isupRel, etc.
      IsupMsgBuff(msgBuffer *);
      inline unsigned int getLinkSet() const
10     {
              int val;
              memcpy((void *)val,
              (void *)(buff.mdata + LS_OFFSET,
              SIZE_OF_INT);
15     return(val);
    };

      inline void setResponse(bool resp)
      {
20          (void *)&resp,
              SIZE_OF_BOOL);
              buff.mlength += SIZE_OF_BOOL;
      };
      // Same kind of thing for getResponse
25
      // ISUP parameter specific methods
      int getParmType(int) const;
      int getParam(int, auto_ptr<Param> &) const;
      void addParam(auto_ptr<Param> &);
30     void addParam(int, ParameterTransportStruct **);
      void setMsgSpecifics(unsigned int type,
              unsigned int linkset,

```

```
int circuitId1,  
int circuitId2 = 0);
```

```
// Parent virtual functions defined for child
```

```
5 // In ISUP implementation may instead of the following use the existing
```

```
//addParam, getParmType, and getParam methods
```

```
void addPayload(int type, void *payload, int size);
```

```
int getPayload(int index, void **payload);
```

```
int getPayloadType(int index);
```

```
10
```

The following source code illustrates a typical Child TCAP message buffer class.

```
class TcapMsgBuff : public MsgBuff
```

```
{
```

```
15 public:
```

```
TcapMsgBuff(msgBuffer *);
```

```
TcapMsgBuff(int packageType);
```

```
// TCAP parameter specific methods
```

```
20 inline unsigned int getPackageType() const
```

```
{
```

```
int val;
```

```
memcpy((void *)val,
```

```
(void *)(buff.mdata + PKGTYPE_OFFSET,
```

```
25
```

```
SIZE_OF_INT);
```

```
return(val);
```

```
};
```

```
// The tInfo, dialog, and component pieces would be added to the buffer
```

```
30 // using the payload access methods below
```

```
// Parent virtual functions defined for child
```

```
void addPayload(int type, void *payload, int size);
```

```

        int getPayload(int index, void **payload);
        int getPayloadType(int index);
private:
    }

```

5

The following source code illustrates a typical Child MAC message buffer class.

```

class MacMsgBuff : public MsgBuff
{
10 public:
    MacMsgBuff(msgBuffer *);
    MacMsgBuff(unsigned int opCode, int asmId,
                short status, short serviceState,
                short iidigit, short uui,
15         short startCircuit, short endCircuit = 0);
    // Here 'opCode' would be macQtst, macCcot, etc.

    // MAC parameter specific methods
    inline short getAsmId() const
20     {
        short val;
        memcpy((void *)val,
                (void *)(buff.mdata + ASMID_OFFSET,
                SIZE_OF_SHORT);
25         return(val);
    };
    // Other parameter access methods would follow, similar to getAsmId
    // Could also add set methods for each if needed

30    // The ani, dnis, and dest items would be added as TLVs using
    // the addPayload method

```

```

// The error message char array that is part of the
// MacMsg structure would be another TLV

// Parent virtual functions defined for child.
5 // in the MAC case, these can be stubbed.
void addPayload(int type, void *payload, int size);
int getPayload(int index, void **payload);
int getPayloadType(int index);

private:
10 }

```

The following source code illustrates the creation of message buffers.

#### MsgBuff Examples

```

15
    Outgoing TCAP Message

    TcapMsgBuff * tcapMb = new TcapMsgBuff(tcapQueryWithPermission);

20    tcapMb->addPayload(tInfoEntity, &tInfoStruct, sizeof(TInfoStruct));
    tcapMb->addPayload(componentEntity, &firstComponentStruct,
        sizeof(ComponentStruct));
    tcapMb->addPayload(componentEntity, &secondComponentStruct,
        sizeof(ComponentStruct));
25    tcapMb->addPayload(dialogEntity, &dialogStruct, sizeof(DialogStruct));

    msgBuffer *buff = tcapMb->getBuffer();
    retCode = socket->send((void *)&buff, MSGHDRSIZE + buff->mlength);

30    Outgoing ISUP Message

    IsupMsgBuff *isupMb = new IsupMsgBuff(isupIam, ls, cic);

```

```
auto_ptr<Param> parm(creator->CreateParam(forwardCallingIndicators));
isupMb->addParam(parm);
```

```
5      msgBuffer *buff = isupMb->getBuffer();
      retCode = socket->send((void *)&buff, MSGHDRSIZE + buff->mlength);
```

#### Outgoing MAC Message

```
10     MacMsgBuff *macMb = new MacMsgBuff(macQtst, asmId, status, serviceState,
                                           iidigit, uui, startCircuit);
```

```
      macMb->addPayload(ani, &aniStruct, sizeof(AniStruct));
      macMb->addPayload(dnis, &dnisStruct, sizeof(DnisStruct));
```

```
15     msgBuffer *buff = macMb->getBuffer();
      retCode = socket->send((void *)&buff, MSGHDRSIZE + buff->mlength);
```

#### Incoming Generic Message:

```
20     msgBuffer incomingBuffer;

      retCode = socket->read((void *)&incomingBuffer, MAX_MSGBUFF_SIZE);
```

```
25     MsgBuff *b = new MsgBuff(&incomingBuffer);
      switch(b->getProtocol())
      {
```

```
          case TcapSrv:
          {
30              msgType = b->getMsgType(); // Would be something like
              //tcapUniDirectional
              entityType = b->getPayload(0, &tInfoStruct); // Assumes tInfo is
```



```

// the first payload
//item
for(int idx = 1; idx < MAX_COMPONENTS_ALLOWED; idx++)
{
5         type = b->getPayloadType(idx);    // Something like
// dialogEntity or
// componentEntity

        switch(type)
        {
10             case componentEntity:
                retCode = b->getPayload(idx,
                    componentStruct);
                break;
            case dialogEntity:
15                 retCode = b->getPayload(idx, dialogStruct);
                break;
        }
    }
    break;
20 }

case IsupSrv:
{
    msgType = b->getMsgType(); // Would be something like isupIam
    ls = b->getLinkSet();
25    cic1 = b->getCic();
    cic2 = b->getCicRangeEnd();
    for(int idx = int(0), type = b->getParmType(idx);
        type != -1;
        type = b->getParmType(++idx))
30    {
        auto_ptr<Param> prm(creator->CreateParam(type));
        retCode = b->getParam(idx, prm);
    }
}

```

```

        }
        break;
    }
    case MediaSrv:
5      {

        msgType = b->getMsgType(); // Would be something like macQtst
        asmId = b->getAsmId();

        for(int idx = 0 idx < MAX_HASH_VALUES; idx++)
10      {

            switch(b->getPayloadType(idx))
            {

                case errorMsg:

                    retCode = b->getPayload(idx, errorStruct);
15                    break;

                case ani:

                    retCode = b->getPayload(idx, aniStruct);
                    break;

                    etc...

20                }

            }

        break;

    }
}

```

25       The following source code illustrates the enumeration of the various illustrative  
MsgBuff protocol types including ISUP, TCAP, TUP, MEDIA and FOO, in that order.

```

typedef enum
{
30      IsupSvc,
      TcapSvc,
      TupSvc,

```

```
MediaSvc,  
    Foo  
} MsgBuffProtocolTypes;
```

5    Child Class Derivation:

When a new protocol is to be created, the MsgBuff object is used to derive the protocol-specific child class. For instance, the base MsgBuff class may be used to create a ISDN User Part (ISUP) child IsupMsgBuff class that is used to transport SS7 ISUP messages over UDP sockets. Each child class receives base class functionality that supports protocol identification, message type specification, and addressing information. These are not to be overridden by the child class. In addition, the base class specifies several virtual methods that must be overridden by the protocol-specific child class. These methods are primarily data-related and are customized to support the new protocol.

An example of a generic 'FOO' protocol implementation is presented below:

```
15  typedef enum {  
        firstParameter,  
        secondParameter,  
        thirdParameter  
    } FooTagValues;  
  
20  
  
    typedef enum {  
        fooMessage1,  
        fooMessage2,  
        fooMessage3,  
25  } FooMsgTypes;  
  
    class FooMsgBuff : public MsgBuff  
    {  
    public:  
30        FooMsgBuff(msgBuffer *);  
        FooMsgBuff(int packageType);
```

```

// Example FOO parameter specific method
inline unsigned int getPackageType() const
{
    int val;
5      memcpy((void *)val, (void *)(buff.mdata + PKGTYPE_OFFSET),
SIZE_OF_INT);
    return(val);
};

```

```

10      // Parent virtual functions defined for child FOO
void addPayload(int type, void *payload, int size);
int getPayload(int index, void **payload);
int getPayloadType(int index);
private:
15  };

```

### MsgBuff Examples

These examples show how various protocol messages can be created using the MsgBuff-derived protocol classes for transport over a generic UNIX socket.

#### Outgoing FOO Message:

```

// Create a new FOO-specific MsgBuff object of message type fooMessage1
FooMsgBuff * fooMb = new FooMsgBuff(fooMessage1);
25
// Add various FOO-specific structures to the base MsgBuff data buffer
fooMb->addPayload(firstParameter, &firstParmStruct, sizeof(FirstParmStruct));
fooMb->addPayload(secondParameter, &secondComponentStruct,
    sizeof(SecondComponentStruct));
30  fooMb->addPayload(thirdParameter, &thirdComponentStruct,
    sizeof(ThirdComponentStruct));

```

```

// Extract the buffer transport structure and send over the outgoing UNIX socket
msgBuffer *buff = fooMb->getBuffer();
retCode = socket->send((void *)&buff, MSGHDRSIZE + buff->mlength);

```

## 5 Incoming FOO Message:

This code example shows how an application can receive and decode an incoming generic MsgBuffer data array received over a UNIX socket:

```

msgBuffer incomingBuffer;

// Receive the data from the inbound socket
retCode = socket->read((void *)&incomingBuffer, MAX_MSGBUFF_SIZE);

// Create a generic MsgBuff object with the received data
MsgBuff *b = new MsgBuff(&incomingBuffer);

// Determine the protocol of the received message
switch(b->getProtocol())
{
    case Foo:
    {
        // Get the message type of the inbound data
        // Will be something like fooMessage1 or fooMessage2
        msgType = b->getMsgType();

        for(int idx = 1; idx < b->getNumPayload (); idx++)
        {
            type = b->getPayloadType(idx);    // Something like
                                              // firstParameter or
                                              // secondParameter

            switch(type)
            {

```

case firstParameter:

// Read the data into the indicated structure

retCode = b->getPayload(idx,  
                    &firstParmStruct);

break;

case secondParameter:

retCode = b->getPayload(idx,  
                    &secondParmStruct);

break;

case thirdParameter:

retCode = b->getPayload(idx,  
                    &thirdParmStruct);

break;

}

}

break;

}

case ...           // Other cases defined for any potential incoming protocol

}

Table I immediately below illustrates the ISUP message types that may be enumerated in accordance with one embodiment of the invention.

**TABLE I**

ISUP Message	IsupMsgTypes Enumeration
Address Complete Message	isupAcm
Answer Message	isupAnm
Blocking Acknowledgement	isupBla
Blocking Message	isupBlo
Call Modification Completed	isupCmc
Call Modification Rejected	isupCmrj
Call Modification Request	isupCmr
Call Progress Message	isupCpg
Charge Information Message	isupCrg
Circuit Query Message	isupCqm
Circuit Query Response	isupCqr
Circuit Reservation Acknowledgement	isupCra
Circuit Reservation Message	isupCrm
Circuit Validation Response	isupCvr
Circuit Validation Test	isupCvt
Confusion Message	isupCfn
Connect Message	isupCon
Continuity Check Request	isupCcr
Continuity Message	isupCot
Facility Accepted Message	isupFaa
Facility Information Message	isupFai
Facility Message	isupFac
Facility Rejected Message	isupFrj
Facility Request Message	isupFar
Forward Transfer Message	isupFot
Information Message	isupInf
Information Request Message	isupInr
Initial Address Message	isupIam
Loopback Acknowledgement	isupLpa
Pass Along Message	isupPam
Release Complete Message	isupRlc
Release Message	isupRel
Reset Circuit Message	isupRsc
Resume Message	isupRes

ISUP Message	IsupMsgTypes Enumeration
Subsequent Address Message	isupSam
Suspend Message	isupSus
Unblocking Acknowledgement	isupUba
Unblocking Message	isupUbl
Unequipped Circuit Identification Code Message	isupUcic
User To User Information	isupUsr

Table II immediately below illustrates various parameter types and tags that may be enumerated for ISUP messages in accordance with one embodiment of the invention.



**TABLE II**

Parameter Type	IsupParmTag Enumeration	Valid For Message Type
Access Delivery	accessDelivery	ACM
Access Transport	accessTransport	IAM, INF, ACM, ANM, REL, CPG, USR
Automatic Congestion Level	autoCongestionLvl	REL
Backward Call Indicators	backwardCallingIndicators	ACM, ANM, CPG
Business Group	businessGroup	IAM, INF, ACM, ANM, CPG
Call Diversion Information	callDiversionInfo	ACM
Call Modification Indicator	callModificationIndicators	CMR, CMC, CMRJ
Call Reference	callReference	IAM, INR, INF, ACM, CON, FOT, ANM, REL, SUS, RES, CMR, CMC, CMRJ, FAR, FAA, FRJ, DRS, CPG, USR
Called Party Number	calledPartyNumber	IAM, INF
Calling Party Number	callingPartyNumber	IAM
Calling Party's Category	callingPartysCategory	IAM, INF
Carrier Identification	carrierIdentification	IAM
Carrier Selection Information	carrierSelectionInfo	IAM
Cause Indicator	causeIndicator	ACM, REL, FRJ, CPG, CFN
Charge Number	chargeNumber	IAM, INF, REL
Circuit Group Characteristics Indicator	circuitGroupCharacteristicsInd	CVR
Circuit Assignment Map	circuitAssignmentMap	IAM, CQM
Circuit Identification Name	circuitIdentificationName	CVR
Circuit State Indicator	circuitStateIndicators	CQM, CQR
Circuit Validation Response Indicator	circuitValidationResponse	CVR
Common Language Location Id	clli	CVR
Connected Number	connectedNumber	CON
Connection Request	connectionRequest	IAM, INR, INF, ACM, CON, ANM
Continuity Indicators	continuityIndicators	COT
CUG Interlock Code	cugInterlockCode	IAM
Echo Control Information	echoControl	ACM
Egress Service	egressService	IAM
Event Information	eventInformation	CPG

Parameter Type	IsupParmTag Enumeration	Valid For Message Type
Facility Indicator	facilityIndicators	FAR, FAA, FRJ
Forward Call Indicators	forwardCallingIndicators	IAM
Generic Address	genericAddress	IAM, REL
Generic Name	genericName	IAM
Generic Notification Indicator	genericNotifInd	IAM, ACM
Generic Number	genericNumber	IAM
Generic Reference	genericReference	IAM
Hop Counter	hopCounter	IAM
Information Indicators	informationIndicators	INF, ACM, ANM, CPG
Information Request Indicators	informationRequestIndicators	IAM, INR
Jurisdiction Information	jurisdictionInfo	IAM
Location Number	locationNumber	IAM
MLPP Precedence	mlppPrecedence	IAM
Nature Of Connection Indicators	natureOfConnectionIndicators	IAM, CRM
Network Specific Facility	networkSpecFacil	IAM, INR, ACM
Network Transport	networkTransport	IAM, INR, ACM, ANM, CPG
Notification Indicators	notificationIndicators	ACM, CPG

The following source code illustrates a driver that may be used to create, send and read a message over a socket.

```

5  #include <iostream>
   #include "TupMsgBuff.h"
   #include "TupParam.h"
   #include "Socket.h"

10 using namespace std;

   int
   main(int argc, char **argv)
   {
15     // First, create a new MsgBuff of some msg type and put a couple of
       // parameters in it
       int linkset = 1;

```

```
int cic = 1;
TupMsgBuff *t = new TupMsgBuff(tupIam, linkset, cic);
```

```
// These are all the available TUP parameters
```

```
5  IAMMessageInd imi;
```

```
    AddrSigs as;
```

```
    LineID li;
```

```
    ClosedUserGroup cug;
```

```
    AnswerType at;
```

```
10  RespInd ri;
```

```
    MsgInd mi;
```

```
    TupAutoCongLvl acl;
```

```
    TrunkID ti;
```

```
    ChargeInfo ci;
```

```
15  Cause c;
```

```
    PointCode pc;
```

```
    Range r;
```

```
    t->addParam(tupIamMsgInd, (void *)&imi, SIZE_OF_IAM_MSG_IND);
```

```
20  t->addParam(tupClosedUserGroup, (void *)&cug,
```

```
    SIZE_OF_CLOSED_USER_GROUP);
```

```
    t->addParam(tupLineId, (void *)&li, SIZE_OF_LINE_ID);
```

```
msgBuffer *mb;
```

```
25  mb = t->getBuffer();
```

```
    socket->sendMsg((char *)mb,
```

```
        mb->mlength + MSGHDRSIZE,
```

```
        someIpAddr,
```

```
        somePort);
```

```
30
```

```
    // Now clean up the object
```

```
    delete t;
```

```
// Now assume a new message has come in over a socket
```

```
msgBuffer receiveMb;
```

```
5 ret = socket ->receiveMsg(&address, (char *) &receiveMb, MAX MSGBuff SIZE);  
  IF (RECEIVEmB.PROTOCOLtYPE == tUPsVC)  
  {
```

```
// Create a new TupMsgBuff object using the received data
```

```
10 t = new TupMsgBuff(&receivedMb);  
   cic = t->getCic();  
   int cicEnd = t->getCicRangeEnd();  
   linkset = t->getLinkSet();
```

```
15 // Now find out what type of message it is
```

```
int msgType = t->getMsgType();  
switch(msgType)  
{
```

```
    case tupIam:
```

```
20     printf("got IAM\n");  
     break;
```

```
    case tupGrS:
```

```
     printf("got GRS\n");  
     break;
```

```
25 default:
```

```
     printf("Unknown msg type\n");  
     break;
```

```
}
```

```
30 // And finally, get the parameter structures out of the received buffer
```

```
int parmType;
```

```
ParameterTransportStruct *p;
```

```

for(int index = 0, type = t->getParmType(0);
    type != -1;
    type = t->getParmType(++index))
{
5   parmType = t->getParmStruct(index, &p);
    switch(parmType)
    {
        case tupIamMsgInd:
            printf("Got IAM Msg Ind structure\n");
10           break;
        case tupClosedUserGroup:
            printf("Got ClosedUserGroup structure\n");
            break;
        case tupLineId:
15           printf("Got Line ID\n");
            break;
        default:
            printf("Error\n");
            break;
20     }
    }
}
delete t;

25  exit(0);
}

```

Fig. 3 is a system block diagram illustrating how API 10 and the above-described method and apparatus may be implemented. Fig. 3 shows a workstation or personal computer (PC) 34 equipped with a monitor 36, a keyboard 38, a hard drive 40, a mouse or other cursor control device 42 and a modem 44 connected to the Internet. Those of skill in the art will appreciate that PC 34 suitably programmed as described above provides a user with above-described applications program interface 10 and also implements the

invented methods by which a data-related protocol is tunneled through a generic IP transport.

Finally, those of skill in the art will appreciate that the invented method and apparatus described and illustrated herein may be implemented in software, firmware or hardware, or any suitable combination thereof. Preferably, the method and apparatus are implemented in software, for purposes of low cost and flexibility. Thus, those of skill in the art will appreciate that the method and apparatus of the invention may be implemented by a computer or microprocessor process in which instructions are executed, the instructions being stored for execution on a computer-readable medium and being executed by any suitable instruction processor. Alternative embodiments are contemplated, however, and are within the spirit and scope of the invention.

Having illustrated and described the principles of our invention in a preferred embodiment thereof, it should be readily apparent to those skilled in the art that the invention can be modified in arrangement and detail without departing from such principles. We claim all modifications coming within the spirit and scope of the accompanying claims.